



Illustrated by Tony Mitchell

Materials included in this kit:

- 12 full-color, laminated games on six 11" X 17" boards. Game boards are double sided for a total of 12 games.
- 6 player tokens.
- A die.
- An Instruction Booklet.

Game Boards Included:

Board # and Name	Target
1. Groovy Groceries.....	Regular Plurals
2. Irregular Island.....	Irregular Plurals
3. Job Fair.....	Noun Derivation
4. Sunny Day Fun.....	Adjective Derivation
5. Fun on the Farm.....	Present Tense, third person
6. Welcome to the "Is" and "Are" Playground	Noun-Verb agreement with "is/are"
7. Circus Tense.....	Regular Past Tense
8. Construction Junction.....	Irregular Past Tense
9. Sports Talk!.....	Noun-Verb agreement with "has/have"
10. Bring Your Pet to School.....	Possessive Nouns
11. Under the Stars.....	Passive Tense
12. City Scene.....	Comparatives and Superlatives



By Joanne P. DeNinno, M.S., CCC-SLP
and Kim A. Gill, M.A., CCC-SLP

General Instructions

- Choose a game board that focuses on the grammatical structure that you want to teach. You can use the **Additional Activity** or **Alternative Cue** suggestions in your game booklet as desired.
- Use the die to determine how many spaces the student will move.
- Each player proceeds in turn until one player reaches the finish line. An exact roll may or may not be required to win, as determined by the SLP/Teacher or vote of the group. No student is penalized for an incorrect answer but is encouraged to do his or her best. The SLP/Teacher may modify instructions or level of cueing so that the student reaches some level of success.
- Players may turn around and go back from finish to start or return to the start and play again.



Target • Regular Plurals - /s/ and /z/

Stimulus: Have the student name the objects pictured on the game board space.

Target

- | | |
|---------------|------------------|
| 1. Lemons | 16. Carrots |
| 2. Tomatoes | 17. Apples |
| 3. Peas | 18. Paper Towels |
| 4. Lightbulbs | 19. Buns |
| 5. Hamburgers | 20. Pears |
| 6. Eggs | 21. Crackers |
| 7. Hot Dogs | 22. Mops |
| 8. Grapes | 23. Doughnuts |
| 9. Cups | 24. Potatoes |
| 10. Batteries | 25. Popsicles |
| 11. Pretzels | 26. Bananas |
| 12. Muffins | 27. Sodas |
| 13. Pizzas | 28. Potato Chips |
| 14. Napkins | 29. Pots |
| 15. Cookies | |

Additional Activity: Use “Groovy Groceries” to target classification skills (fruits, vegetables, household items, etc.) or to develop expressive skills through description, e.g. “A carrot is an orange vegetable that is long and crunchy.”

Alternative Cue: Use a sentence completion cue if needed, e.g. “I have one apple, you have two _____.”



Target • Irregular Plurals

Stimulus: Have the student name the objects pictured on the game board space.

Target

- | | |
|-------------|-----------|
| 1. Sheep | 15. Tooth |
| 2. Leaves | 16. Die |
| 3. Foot | 17. Goose |
| 4. Woman | 18. Mouse |
| 5. Children | 19. Sheep |
| 6. Deer | 20. Child |
| 7. Dice | 21. Feet |
| 8. Loaves | 22. Deer |
| 9. Fish | 23. Man |
| 10. Wolves | 24. Teeth |
| 11. Geese | 25. Fish |
| 12. Men | 26. Loaf |
| 13. Leaf | 27. Wolf |
| 14. Women | 28. Mice |

Additional Activity: Use “Irregular Island” to target noun-verb agreement, e.g. “The fish *is* swimming” versus “The fish *are* swimming.” May also be used for sentence production.

Alternative Cue: Use a sentence completion cue if needed, e.g. “There is one sheep, there are two _____.”



Target • Noun Derivation

Stimulus

1. A person who paints is a _____ .
2. A person who sings is a _____ .
3. A person who bakes is a _____ .
4. A person who fights fires is a _____ .
5. A person who surfs is a _____ .
6. A person who teaches is a _____ .
7. A person who pitches is a _____ .
8. A person who acts is an _____ .
9. A person who dances is a _____ .
10. A person who welds is a _____ .
11. A person who sails is a _____ .
12. A person who runs is a _____ .
13. A person who waits on tables is a _____ .
14. A person who programs computers is a _____ .
15. A person who skates on ice is an _____ .
16. A person who moves furniture is a _____ .
17. A person who keeps up the zoo is a _____ .
18. A person who makes dresses is a _____ .
19. A person who builds things is a _____ .
20. A person who works in a factory is a _____ .
21. A person who works in a garden is a _____ .
22. A person who drives a bus is a _____ .
23. A person who plays football is a _____ .
24. A person who farms is a _____ .

Target

- painter
 singer
 baker
 firefighter
 surfer
 teacher
 pitcher
 actor
 dancer
 welder
 sailor
 runner
 waiter
 computer programmer
 ice skater
 mover
 zookeeper
 dressmaker
 builder
 factory worker
 gardener
 bus driver
 football player
 farmer

Additional Activity: Use “Job Fair” to target job function, “A gardener plants flowers,” or to name related equipment “A gardener uses a hoe and a watering can.”

Alternative Cue: Ask the student a “Who” question, e.g. “Who paints?” You may also try an alternative sentence completion task, e.g., “If you sing a song you are a _____.”